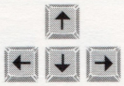
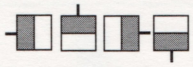
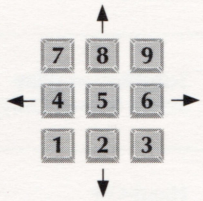
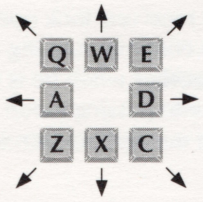
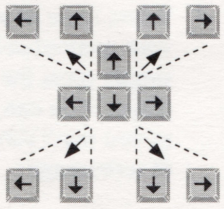
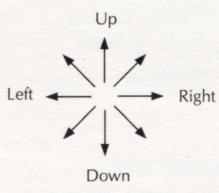
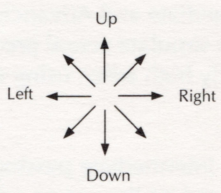
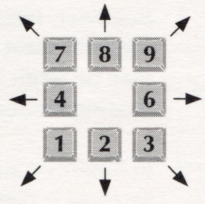
MIKE DITKA ULTIMATE FOOTBALL

# CONTROL CARD

## FORMATIONS & PLAYS

| | KEYBOARD | CURSOR KEYS | JOYSTICK | MOUSE | KEYPAD |
|---|---|---|---|---|---|
| **Select Formation/Play** | A W D X<br>corresponds to box on screen |  <br>corresponds to box on screen |  <br>move direction indicated | Click **left button** on selection |  |
| **Show additional Formations/Plays** | spacebar | + | Press **right button** | Move cursor away from formations & click **left button** | + |
| **Mirror Formation (Offense Only)** | shift | insert | Press **left button** | Click **right button** | 0 |
| **Begin a Play (Snap the Ball)** | spacebar | + | Press **either button** | Double-click **left button** | + |

## DESIGNATED PLAYER

| | | | | | |
|---|---|---|---|---|---|
| **Cycle through Defensive Players (Before Snap or During Play)** | shift<br>Press repeatedly | insert<br>Press repeatedly | Press **left button** repeatedly | Click **right button** repeatedly | 0<br>Press repeatedly |
| **Switch Control to Defender Closest to Ballcarrier (After Snap)** | spacebar | + | Press **right button** | Double-click **left button** | + |
| **Cycle through Offensive Players** | shift<br>Press repeatedly | insert<br>Press repeatedly | Press **left button** repeatedly | Click **right button** repeatedly | 0<br>Press repeatedly |
| **Move Designated Player** |  |  |  |  <br>Click **left button** to halt |  |

## PASSING

| | | | | | |
|---|---|---|---|---|---|
| **Initiate Pass Mode** | shift | insert | Click **left button** | Click **right button** | 0 |
| **Cycle Receivers** | shift<br>Press repeatedly | insert<br>Press repeatedly | Press **left button** repeatedly | Click **right button** repeatedly | 0<br>Press repeatedly |
| **Throw the Ball** | spacebar | + | Click **right button** | Double-click **left button** | + |

## MISCELLANEOUS

| | KEYBOARD | CURSOR KEYS | JOYSTICK | MOUSE | KEYPAD |
|---|---|---|---|---|---|
| **Kickoff, Punting Field Goal & PAT** | spacebar (3 taps) | + (3 taps) | Press **either button** (3 taps) | Click **left button** (3 taps) | + (3 taps) |
| **Time Out** | T | * | Press **both buttons** | Press **both buttons** | * |
| **Substitution (Play Select Screen Only)** | Q Active for any player | Q Active for any player | Q or 7 Active for any player | Q or 7 Active for any player | 7 Active for any player |
| **Hand-Off** | spacebar | + | Click **right button** | Double-click **left button** | + |
| **Dive to Tackle (increases tackling range 1 yard)** | spacebar | + | Press **right button** | Double-click **left button** | + |

## PRACTICE DRILLS

| | | | | | |
|---|---|---|---|---|---|
| **Field Goal (to position ball)** | forward W left A D right X back | forward ↑ left ← ↓ → right back | forward back left right move direction indicated | forward W left A D right X back | forward 8 left 4 6 right 2 back |
| **Kick-Off (to change angle of kick)** | higher W X lower | higher ↑ ↓ lower | higher lower | higher ↑ ↓ lower Use mouse | higher 8 2 lower |
| **Exit Practice Drills to Practice Menu** | **Esc** | **Esc** | **Esc** | **Esc** | **Esc** |

## HINTS & REMINDERS

1 Beginner, Intermediate and Advanced passing modes are not meant to simulate actual pro football. Scores may be artificially high when using any of these passing modes.

2 In Beginner and Intermediate passing modes, the receiver is centered on the screen with his name above his head and the flashing "ring" target in view when you cycle to him.

3 In Advanced and Pro passing modes, receivers that are currently off-screen appear in a window when you cycle to them. On-screen receivers will have a flashing indicator above their head (square for Team 1, oval for Team 2). Whether on-screen or off-screen, the flashing "ring" target only appears once the ball is thrown.

4 When none of your receivers look open and you want your quarterback to continue running with the ball, simply press the **Spacebar** when he is the highlighted player. You can go into passing mode again as long as you don't run the quarterback across the line of scrimmage.

5 To make the player you control run in the opposite direction *instantly*, stop the player before running in the other direction.

6 When selecting Blitz as a defensive strategy/play, the CBs will usually be the players to charge the quarterback.

7 Whether on offense or defense, Team 1 always controls the player with the *square flashing indicator* above his head, while Team 2 always controls the player with the *oval flashing indicator* above his head.